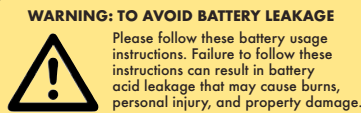


## Grown-ups Page

### Changing the Batteries

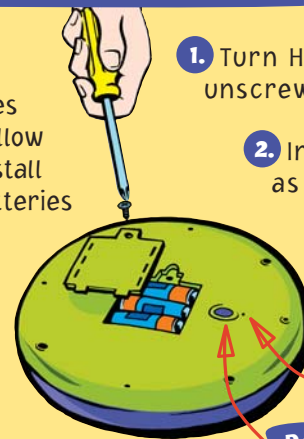


**WARNING: TO AVOID BATTERY LEAKAGE**  
Please follow these battery usage instructions. Failure to follow these instructions can result in battery acid leakage that may cause burns, personal injury, and property damage.

#### Battery Safety:

- \* Do not put the batteries in backwards. Positive (+) and negative (-) ends must be inserted in the correct directions following the polarity (+/-) diagram in the battery compartment.
- \* Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- \* Do not mix old and new batteries.
- \* Rechargeable batteries must be removed before recharging.
- \* Batteries must be installed and removed by an adult only.
- \* Rechargeable batteries must be recharged by an adult only.
- \* Remove exhausted batteries and dispose of properly.
- \* Do not try to recharge non-rechargeable batteries.

Hullabaloo needs three AA batteries (not included). Follow these steps to install the batteries. Batteries must be installed and removed by an adult.



1. Turn Hullabaloo over and unscrew the battery cover.

2. Insert the batteries as indicated.

3. Replace the battery cover and tighten the screw.

Reset button

Power button

### Troubleshooting

If Hullabaloo seems to be malfunctioning, these steps may help fix it!

#### If your Hullabaloo...

#### Try...

Sounds garbled...	* Installing three new AA batteries.
Won't turn on...	* Installing three new AA batteries. * Using a paper clip to press the <b>Reset</b> button.
Stops in the middle of a game...	* Turning Hullabaloo off and then turning it on again. * Using a paper clip to press the <b>Reset</b> button. * Installing three new AA batteries.

If you've tried all these steps and you're still having trouble, go to [www.cranium.com/help](http://www.cranium.com/help). We value your input and we'll do our best to help!

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

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Welcome to Cranium Hullabaloo, the high-energy game that's full of surprises. Get ready to listen closely and follow along as you bounce, spin, high-five, and dance to the fun sounds and friendly voice of Hullabaloo!

### Get Ready

Hullabaloo has five buttons and needs three AA batteries (not included). Read the **Grown-ups Page** before installing the batteries!

Volume buttons



Play Again button

Power and Reset buttons (underneath)

Hullabaloo comes with 16 pads. These four purple pads are the **Cranium Pads**. Learn their names before you play!



creative cat



data head



star performer



word worm

### Setup

1. Take off your shoes.

2. Spread all 16 pads on the floor about two kid-feet apart. **Mix up** the shapes and colors.

3. Put your **Hullabaloo** on the floor nearby.

That's it, you're ready to play!

over

## Playing

Every game starts on a **purple Cranium Pad**.

Stay still when you hear "Freeze!"

More than one player can share the same pad.

FREEZE!

**Turn Hullabaloo on and follow along!**  
Hullabaloo will tell you what to do.

## Winning

At the end of each game, Hullabaloo will tell you which pad is the **lucky pad**. If you're touching that pad, **you win!**

## Playing Again

Every few games Hullabaloo will ask if you want to keep playing. If you do, push the **red Play Again button**. Hullabaloo will turn itself off if nobody pushes the button.